

Peter Nicholson

Info

I'm a technical artist looking to constantly widen my already wide range of skills in modelling, animation, rigging, VFX, texturing, UI, shaders and tools in Unity.



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Unity - Technical Artist

2016-∞
Jan

I'd been using Unity for a long time to a variety of personal project as well as the mobile project World of warriors, which made the opportunity to join Unity and further my understanding of it very enticing. Since joining, I've helped multiple studios to resolve technical issues they've faced in production. These range across the vast set of artist tools Unity provide, including shaders, animation, lighting, optimisation, rendering artefacts, physics issues and content creation. Unity also allowed me the time to complete a personal racing game project with some friends called Hotlap heroes which came out on Apple TV and Android TV. I'm continually learning new things, along with testing out new features before they make their way into the public's hands.

Mind Candy - Senior Technical Artist

2013-16
Mar

I joined Mind Candy as a 3D Generalist, bringing my wide range of knowledge to support the other artists and create models, textures and animations. My main tasks were to rig and skin character to the animator's specification. I then moved into the Senior technical artist role, continuing to support the team of artist and animators while also producing all the VFX's for the Unity powered mobile title World Of Warrior.

"I've worked with Pete for many years now on both commercial and personal projects. Over this time, I've observed two key personality traits which makes it very easy for me to recommend him. The first is his constant drive to further his knowledge and extend his skill set. This gives him a clear technical edge which in turn allows him more artistic freedom. The second is simply that he gets things done and that gives me complete trust in him. All round Pete is a great guy to work with, he takes criticism well and he's always really positive" - Edd Smith, Tech Lead, Mind Candy

Climax Studios - Lead Artist

2011-12
Aug Oct

Lead Artist on Sony's Smart As... for the PlayStation Vita. I managed my team of artist, animators and GUI artists with both art and technical knowledge to ensure a smoothly run and creative project. I was challenged in being knowledgeable in all areas of Epic's Unreal Editor and supporting the team in various areas of the engine.

"Peter is a creative and respectful lead artist who allowed creativity to flow and flourish within the art team. Pete brought a wealth of talent to the team not just creatively but technical and working with him over the last year has been a real pleasure. I would not hesitate to recommend him to future employers." - Bryan Rogers, Lead Animator, Climax

nDreams LTD & SCEE - 3D Artist

2009-11
Aug Oct

Worked as a general artist creating environments and mini-games for Sony's PS3 service Home. Have modelled, textured, animated and created various FX using Sony's particle editor. Learnt Maya and Sony's Home HDK tools when I first started and taught new members of the team how to use the HDK, along with assisting other artists with their work.

"Peter was a genuine pleasure to work with. He took direction well, had a great eye, was technically very able and always brought ideas to each project. I would recommend him without reservation." - Andy Gibson, Head of Art, nDreams LTD

Infusion Games - 3D Artist

2007-08
Aug Oct

Worked as part of the art team with responsibilities for creating characters, props models, textures, rigs and animations for a series of games still under development. In charge of organising all the animation for an upcoming game for Codemasters. Have extensive knowledge of creating next-gen assets with Zbrush creating shaders and maps to use in Unreal Engine 3. Worked with pipeline for PC, WII, PS2 and PSP.

"In his time at Infusion, Pete demonstrated artistic and technical skill beyond that was expected of someone of his professional experience. As a result he quickly became an invaluable member of the team, able to take on many more tasks than originally envisioned. Quick to learn and a happy member of the team. I wouldn't hesitate to have Pete in my art department again." - Jonathan Murphy, Lead Artist, Infusion Games

Experience